

Amendments to the Specification:

At page 2, between lines 2 and 3, please add the following caption:

Summary of the Invention

Please replace the paragraph at page 2, lines 3-11, with the following amended paragraph:

As used herein, the term *bonus* is an award, e.g., like the promotional offer, given to a player of an electronic gaming machine (EGM). The term *bonus* herein refers to any such award that is not paid by the device in accordance with its pay table. Such bonuses and systems for implementing them are described in US Patent No. 5,655,961 (the '961 patent) and in US Patent Application No. ~~08/843,011~~ 08/843,411, now U.S. Patent No. 6,319,125, both of which are hereby incorporated herein by reference for all purposes. Also hereby incorporated by reference for all purposes is US Patent No. 6,375,569, which describes a bonus promotion like the one described herein, except implemented at a single casino. A bonus can include an award of cash or machine credits, player points, or complementary amenities.

Please replace the paragraph at page 3, lines 22-28, with the following amended paragraph:

The same components (except for a master server, like master server 14) appear in LANs 18a, 18b, 18c, 18d and 18e (not shown) at each of the other casinos (also not shown) on the WAN. It should be appreciated that the master server may also be located at a site remote from any of the participating casinos, or—as in the present embodiment—at one of the casinos; specifically, master server 14 is located at casino 16. Although specified network structure is depicted, the invention can be implemented on any suitable network, regardless of its design or the hardware with which it is implemented.

Please replace the paragraph beginning at page 5, lines 30, to page 6, line 2, with the following amended paragraph:

Once the lucky number is reached, the master server determines a winning slave server in step 46. The winning slave server is chosen randomly among slaver servers generating local pool increases responsive to the heartbeat that caused the current pool to exceed the lucky number. The random selection, however, is weighted proportionate to the local pool contribution reported by each casino when a winning slaver server is chosen. In other words, casinos that generate larger wagers or more play advance the lucky number count more, and are therefore more likely to reach the lucky number.

Please replace the paragraph at page 6, lines 3-19, with the following the amended paragraph:

Once the master server has randomly selected a winning slave server, the master server sends point-to-point messages to each slave server identifying the winning slave server. The

winning slave server then identifies a winning EGM—in step 48— also based on a weighted random process. It selects the next half-second of updated play data (described above) to randomly choose a winning EGM from those that had a coin-in event in the selected play data. The random selection is, however, weighted to give a proportionately greater chance of winning to EGMs as a function of the amount of the wager. In other words, the bigger the wager, the more likely it is that an EGM will be selected. The winning EGM pays the bonus, in response to a command from the slave server, and updates its history record. The selected EGM may, but need not, be locked to prevent further play. The EGM may be locked in different ways, depending upon system configuration. First, the user may check a box in a panel appearing on the display of workstation 15 that requires each EGM to lock up whenever the EGM is a Random Rewards® winner. Second, if the box is not checked, an award may or may be locked up. The EGM manufacturer configures the EGM for a maximum jackpot payable on the EGM credit meter. If the Random Rewards® payment is below that maximum, the payment is paid to the credit meter, from which it can be wagered or cashed out. If the payment is greater than the maximum, the machine is locked up.

Please replace the paragraph on page 11, lines 15-21 with the following amended paragraph:

Finally, consideration will be given to payment of other bonuses, such as promotional awards, in addition to the Random Rewards® promotion described above. The present invention can implement direct payment of these rewards across multiple properties at the slot machine including, e.g., direct transfers of redeemable credits to the slot machine; direct transfers of non-redeemable credits to the slot machine (Xtra Credit®), as described in U.S. Patent Application No. 09/134, 598, filed August 14, 1998, now U.S. Patent No. 6,371,852, which is hereby incorporated by reference for all purposes; and temporary change of the machine award schedule.